
Contents

	Preface	xi
1	<i>Introduction to the Problem</i>	I
	Prelude	I
	The Activities of Gilgamesh	2
	Professional Perspectives	6
	PART I SKILLED CRAFTING	II
2	<i>What Skilled Crafting Means</i>	13
	Qualities of Skilled Crafting	13
	Crafting as Transformation	18
	Crafting and Creation	24
3	<i>Skilled Artisans in Time and Space</i>	28
	Artisans and the Ancestors	28
	Artisans and Geographical Distance	32
	Travelers, Traders, and Artisans	37
	Traveling as Skilled Craft	43
	The Authenticity of Distance	46
4	<i>Qualities of Skilled Artisans</i>	52
	Flawed Creators or the Epitome of Humanness	52
	Aesthetics	61

5	<i>Skilled Crafting and Political Authority</i>	69
	Crafting and Politics in Egalitarian Societies	69
	Power over Things as Power over People	75
	The Kingly Craft of Building	77
	PART II ACQUISITION	89
6	<i>Exchange, Trade, and Acquisition</i>	91
	Acquisition Defined	91
	Acquisition Explored	100
7	<i>Acquisition in Time and Space</i>	109
	Original Travelers and Original Trade	109
	Craft and the Conduct of Acquisition	116
8	<i>Qualities of Acquisition</i>	128
	The Flawed and the Ideal	128
	The Accumulation of Wealth	135
	Wealth and the Ancestors	140
9	<i>Naturally Endowed Goods and Skillfully Crafted Goods</i>	146
	The Tangible and the Material	146
	Hunting	153
	The Skillfully Crafted vs. the Naturally Endowed	157
10	<i>Acquisition and Political Authority</i>	160
	Elites and the Outside	160
	Elites as Acquirers	163
	Acquisition and Ancestral Conditions	167
	PART III CENTERS AND ORIGINS	171
11	<i>Superordinate Centers</i>	173
	Outside Centers and Ancestral Powers	173
	Superordinate Centers	179
12	<i>Acquisitional Politics</i>	192
	Characteristics of Centers-Out-There	192
	The Acquisition of "Civilization"	200

13	<i>Conclusions</i>	210
	Notes	221
	References	247
	Index	279